Mobile chests an attraction at the BookGame 2026 event

From March 27 to 29, 2026, the BookGame Board Games Fair took place at the International Trade and Congress Centre EXPO Kraków. At the Institute of National Remembrance's booth, visitors could try out, among other things, games and applications developed by the New Technology Division, presented on mobile crates. Additionally, the game "Konspira" won a BookGame Award.

The Institute of National Remembrance at BookGame

Board games, puzzles, building blocks, creative activities, books, comics, RPG handbooks; gaming sessions, prize tournaments, workshops—these are just some of the attractions of the BookGame Festival and Board Games Fair. The list of attractions was enriched with immersive educational games from the IPN's New Technologies Office, presented using mobile chests at the Institute's booth.

There was no shortage of premieres during the fair. The game "Konspira" was showcased and won the BookGame Award in the party game category. The awards are granted based on votes from players themselves, which further highlights its popularity and educational value.

The booth attracted significant interest from visitors, fitting perfectly into the character of the event, which combines entertainment with education. The Kraków branch presented a wide range of board games, publications, and comics—all publications and games are available in the IPN bookstore.

Presentation of games and applications from the New Technology Division at BookGame in Kraków

Participants who used the mobile chests focused on two gaming projects—"Lotnicy" and "Warsaw Rising." "Lotnicy" is a first-person adventure game in which players take on the roles of heroes of aerial combat during World War II. The second game tells the story of the Warsaw Uprising. It is a strategy title in which the player assumes the role of a commander of a unit of insurgents.

The games bring audiences closer to the subject of the Warsaw Uprising in the context of World War II, stimulate imagination, and develop cause-and-effect thinking. The immersive atmosphere created by the mobile chests makes it easier to become deeply engaged in the presented events.

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